RICHARD O'BRIEN'S

THE ROCKY HORROR SHOW

Electric Dreams®

6122

THE ROCKY HORROR SHOW

Don t let the intimidating exterior fool you–go in and have some fun!

Your petrified friend is center stage, waiting for your De-Medusa touch.

Eddie is harmless in a deep freeze, but he can really burn rubber at the melting point!

This program was first marketed in the United Kingdom by **CRL Group.**

"Didn't we pass a castle back down the road a few miles? Maybe they have a telephone I might use."

Good thinking, Brad. Drag Janet back to the castle–you kids seem like party types.

And there is one of the all-time great parties going on! Magenta, Eddie, Columbia, and Riff-Raff are all there, just waiting to steal your clothes, run you over with a motor-cycle, or zap you with a laser. And Dr. Frank N. Furter, your host with the most, is itching to get his polished fingernails on the Medusa machine and turn your beloved com-panion to stone. Just your typical gathering of close friends.

Between time warps you'd better find the pieces of the De-Medusa machine if you expect to save your sweetheart from being an eternal exhibit at an intergalactic art museum. Because if you don't move fast, these party aliens are taking you both back with them–to their home galaxy of Transylvania!

Don't wait around for an engraved invitation; you are already expected. And don't bother kicking the tire. It's flat.

Electric Dreams is a new software group dedicated to finding the best in entertainment software from around the world and bringing it to America.

Electric Dreams®

TD-701

0 47875 65701 4

Distributed and marketed exclusively by Activision. The Rocky Horror Show was first released in the United Kingdom by CRL Group.
Software program © 1984 CRL Group. Music © 1984 Druidcrest Music.
Electric Dreams is a registered trademark of Activision, Inc. Covered by limited warranty. Details enclosed. Activision, Inc. P.O. Box 7287, Mountain View, CA 94039. BD-701-02.

RICHARD O'BRIEN'S
THE ROCKY HORROR SHOW

Electric Dreams®

THE ROCKY HORROR SHOW

THE ROCKY HORROR SHOW

RICHARD O'BRIEN'S

THE ROCKY HORROR SHOW

THE ROCKY HORROR SHOW

THE ROCKY HORROR SHOW

THE ROCKY HORROR SHOW

THE ROCKY HORROR SHOW

Enter a wet and dark castle filled with mad scientists, a hunchback assistant, a creature from the id, and a host of other delights.

And there is one of the all-time great parties going on. Absolutely. Complete with Time Warps, Floor Shows, Rice, Toilets, and Sweet Transvestites.

Then it's off to the Transylvanian galaxy to rescue your friends from the lair of the mad scientist Dr. Frank N. Furter.

Furter: your host with the most, is itching to get his polished fingernails on the Medusa machine and turn your beloved companion to stone. Just your typical gathering of close friends.

Between time warps you'd better find the pieces of the de-Medusa machine if you expect to save your sweetheart from being an eternal exhibit at an intergalactic art museum. Because if you don't move fast, these party aliens are taking you both back with them—to their home galaxy of Transylvania!

Don't wait around for an engraved invitation; you are already expected. And don't bother kicking the tire. It's flat.

Electric Dreams is a new software group dedicated to finding the best in entertainment software from around the world and bringing it to America.

Electric Dreams®

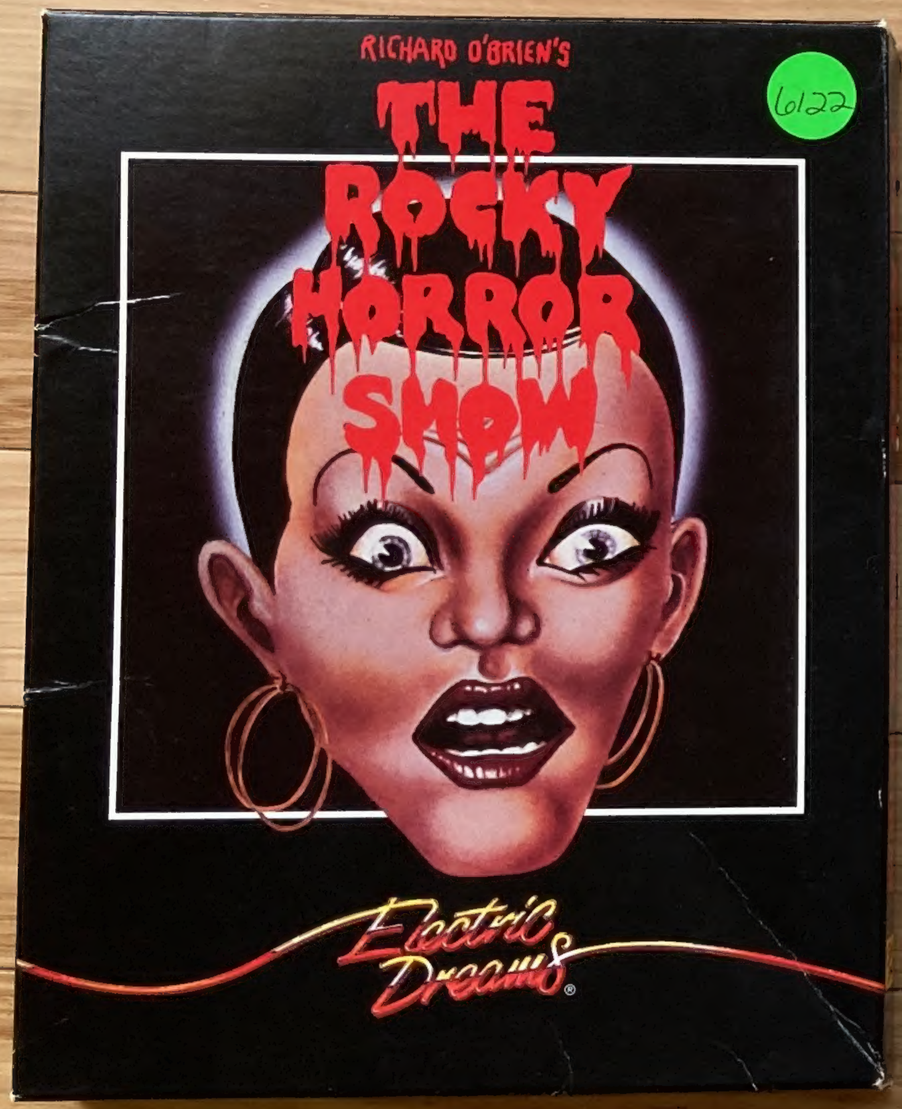
Distributed and licensed exclusively by Activision. The Rocky Horror Show Was first released in the United Kingdom by CRL Group.
Screen program © 1985 CRL Group. Music © 1984 Druidcrest Music.
Every Picture of a Wonderful Paradise of Activision, Inc. Covered by Limited Warranty. Details enclosed. Activision, Inc. P.O. Box 7287, Mountain View, CA 94039. BD-701-02.

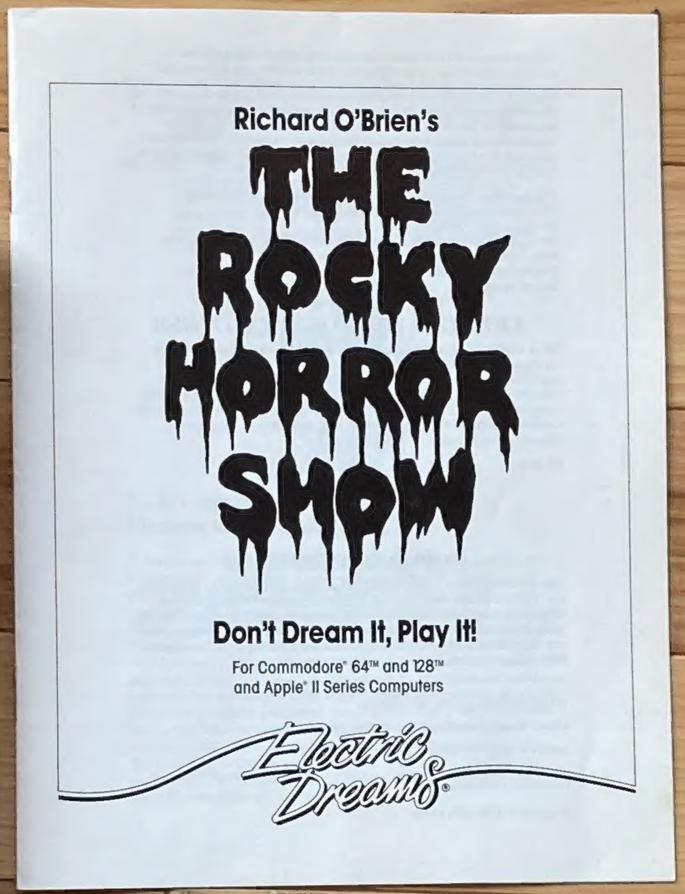
TD-701

0 47875 65701 4

THE ROCKY HORROR SHOW

Electric Dreams


RICHARD O'BRIEN'S
THE ROCKY HORROR SHOW
6122
Electric Dreams


Richard O'Brien's
THE ROCKY HORROR SHOW
Don't Dream It, Play It!
For Commodore® 64™ and 128™
and Apple® II Series Computers
Electric Dreams®

RICHARD O'BRIEN'S
THE ROCKY HORROR SHOW
For Apple® II+, IIe and IIc Computers
See Instruction Manual for Loading Information.
Program © 1984 CRL Group
Electric Dreams®
Manufactured and distributed exclusively by Activision.

ACTIVISION
ENTERTAINMENT SOFTWARE
GAMESTAR
ACTIVISION
CREATIVITY SOFTWARE
A World
of Difference

RICHARD O'BRIEN'S

THE ROCKY HORROR SHOW

For Apple® II+, IIe and IIc Computers
See Instruction Manual for Loading Information.

Program © 1984 CRL Group

Electric Dreams®

Manufactured and distributed exclusively by Activision.

RICHARD O'BRIEN'S

THE ROCKY HORROR SHOW

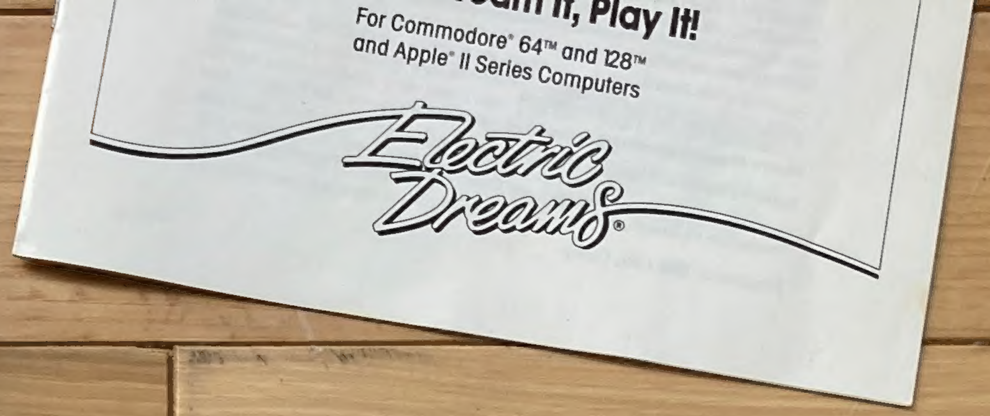
For Apple® II+, IIe and IIc Computers

See Instruction Manual for Loading Information.

Program © 1984 CRL Group
Unauthorized Copying is a Violation of Law.

Electric Dreams®

TD-701-04



SPORTS

For the ultimate in sports action, you can suit up or you can turn to Gamestar. That's because Gamestar is the only software label devoted exclusively to realistic and challenging sports simulations. With Star Rank Boxing, the season's smash hit, you defend or go after the title with a complete arsenal of punches. In fact, whichever program you choose, with Gamestar software one thing's for sure. You're playing in the major leagues.

GAMESTAR★

CHAMPIONSHIP GOLF The Great Courses of The World™ Volume One: Pebble Beach

Designed by Jerry Shurman and Henry Perkins with Interplay Productions

You are there. Pebble Beach.
Here's a simulation so real you'll feel the crack of the ball as it sails off your driver…and the sand in your shoes as you blast out of a deep bunker. So go ahead. Tee it up on Number 1. It's only 6600 yards to the 18th green. And Pebble Beach will make you work for every inch.

For IBM PC, PCjr, XT and AT and Tandy 1000. Coming soon for Apple II Series and Commodore Amiga.

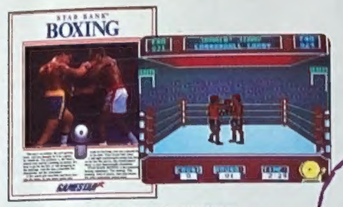
"…best yet in a line of excellent sports simulations designed by Gamestar… superb gaming value and incredibly realistic graphics." *Computer Entertainer*

GBA CHAMPIONSHIP BASKETBALL™ Two-on-Two™ NEW

Designed by Troy Lyndon, Scott Orr and John Cutter

The computer basketball challenge that picks up where the best of the others leave off.
Here's the first and only computerized basketball game with two-on-two *team* action. A four-division, 23-team league gives you the chance to reach the playoffs and go for the GBA Championship. It gives you real choices. Really lets you show your stuff. Game after game. Season after season.

For Commodore 64 and 128. Coming soon for Apple II Series, Commodore Amiga, Atari ST, IBM PC and PCjr and Tandy 1000.



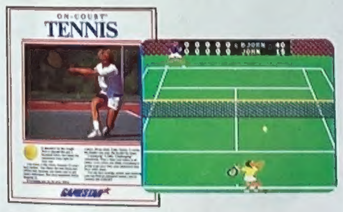
STAR RANK™ BOXING

Designed by Troy Lyndon and Doug Barnett

There's a new super champ in the ring—you!
This is your ultimate boxing fantasy come true—a chance to fight your way up through the ranks for a shot at the heavy weight championship. Choose your style and then punch, hook and jab your way to the top. Amazing depth of play. State of the art graphics. Experience championship boxing, from training camp to final bell.

For Commodore 64 and 128.

"…definitely the sports game of the year… the effect is so real you can almost feel it." *Scott A. May, Columbia Daily Tribune*



ON-COURT™ TENNIS

Designed by Scott Orr, Dan Ugrin and Ed Ringler

If you're ready for a world-class challenge, you're wanted ON-COURT.
Play head-to-head against the pros or head-to-head with a friend. Your every swing, lob and bounce is true-to-life, with Gamestar's Player Perspective Graphics.™ Choose your favorite playing surface. Polish your style. Because you're invited to play in a computerized world-class match.

For Commodore 64 and 128.

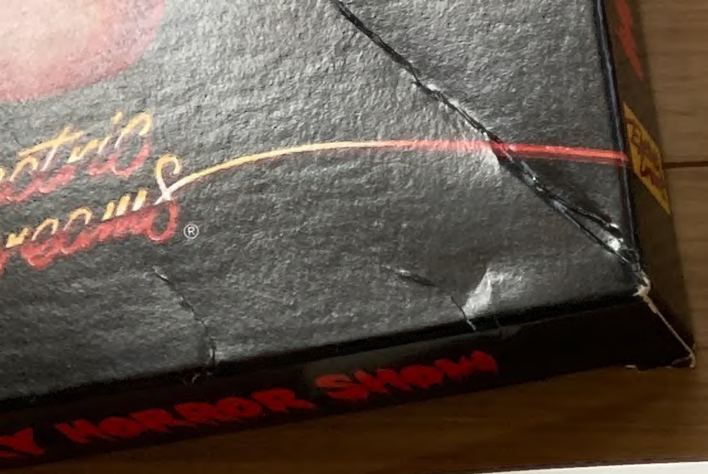
ON-FIELD™ FOOTBALL

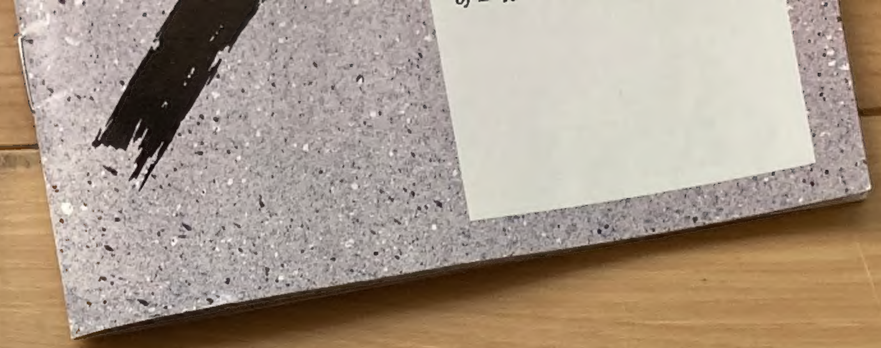
Designed by Scott Orr and John Fitzpatrick

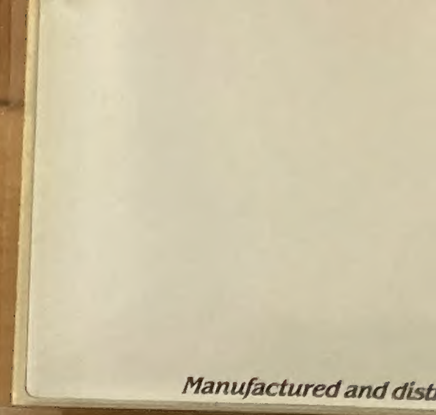
Strap on your shoulder pads and head for the gridiron!
Plan your strategy and get ready for the Big Game. Because Gamestar's unique animation technique puts you in the middle of the action—not in the press box. Experience all the elements of the game from selecting the players and calling the plays to contending with offsides, pass interference, and fumbles.

For Commodore 64 and 128, Atari 800, XE and XL. Star Bowl™ Football.

"…On-Field Football is state-of-the-art sports gaming." *James Delson, Family Computing*







"...But listen closely — not for very much longer..."

You'll need three things to play *The Rocky Horror Show*: a computer, a joystick, and a sense of humor (optional but recommended). You will also need to decide if you'd like to be Brad Majors, the all-American hero, or Janet Weiss, the all-American heroine. Start thinking about that now, because it's a big decision you'll have to face. While you're pondering your gender choice, here's how to load the game:

Apple II® Series

1. Insert the game diskette in your disk drive, label side up.
2. Turn on your computer, disk drive, and monitor.

Commodore 64™

1. Turn on your disk drive and insert the game diskette, label side up.
2. Turn on your computer and TV or monitor.
3. Type **LOAD"*",8,1** and press **Return**.
4. Plug your joystick into Port #2.

Commodore 128™

1. Turn on your disk drive and insert the game diskette, label side up.
2. Hold down the **C=** key while turning on your computer.
3. Turn on your TV or monitor.
4. Type **LOAD"*",8,1** and press **Return**.
5. Plug your joystick into Port #2.

Now you must make the big decision. When instructed to do so, press **B** or **J** to be Brad or Janet, and to begin the game. Press the joystick button or the spacebar to enter the castle (at your own risk).

You're in the front room of the Frankenstein Place. At the bottom of the screen are the time clock (you have approximately 25 minutes in Earth time) and a blank box which will display your progress as you reconstruct the De-Medusa machine. At the right edge of the screen is a thermometer which indicates the temperature in the freezer (more on that later).

"...I've got to keep control..."

Such joy is a joystick. Here's what it can do for you:

To move your character, just point your joystick in the direction you want to go. Press the joystick button to pick up pieces of the machine, keys, and clothes. You can pick up only one key and machine piece at a time. The joystick button is also used to put pieces into the De-Medusa machine and to deactivate laser beams around the house.

"...It's just a jump to the left..."

In order to find all the pieces of the De-Medusa machine, you'll have to do a great deal of traveling throughout the Frankenstein Place. Be sure to explore every room; you never know what you'll find. An important room to locate is the theatre, because that's where your petrified lover is hidden and where you'll be building the De-Medusa. Remember, you can carry only one machine piece at a time, so you must always return to the theatre and drop off each piece before picking up another one.

The elevator is a convenient means of transportation. On the Commodore version, pull the joystick towards you *before* the door opens to exit the elevator.

As in any other "normal" house, you need a key to get through a locked door. There are keys available for every room, so just pick them up as they appear. Once a door is open, a key is no longer required for entrance. Any key will open any door.

"...Let's do the time warp again..."

There are some strange characters wandering around the Frankenstein Place. Since you'll inevitably run into them quite often, it may be helpful to know who they are:

Riff-Raff is a manic-depressive butler with a laser gun. The beam emitted from his gun is composed of pure Anti-Matter and kills instantly. It's advisable to avoid him, since he can be extremely unpredictable in choosing a target; it could very easily be you.